```
WAL::ISystem
       + update()
       + fixedUpdate()
       + getView()
       +~ISystem()
      WAL::System<>
     # wal
     + ~System()
     + System()
     + getView()
     + onUpdate()
     + onFixedUpdate()
     + onSelfUpdate()
     + update()
     + fixedUpdate()
     # System()
     # System()
     # operator=()
BBM::MenuControllableSystem
+ currentButton
+ now

    oldMousePosition

+ onSelfUpdate()
+ MenuControllableSystem()
+ MenuControllableSystem()
+ ~MenuControllableSystem()
+ operator=()
updateCurrentButton()
  mouseOnButton()
```